PROTOTYPE 1

Design question to be answered by the prototype:
→ Testing the kind of camera control to use
→ What constitutes the "smooth" play?
→ Immersiveness in a simple environment

Questions for playtesters
→ How did the movement speed of the character feel?
→ Are the controls easy to use?
→ What did the colours make you feel?
→ Does the player feel slow / constricted?